

# Basketball Bulletin I

## Rules, Revisions and Interpretations

### GAME MANAGEMENT:

Consistency and control are two main ingredients of a successful game from an official's standpoint. If the crew (2 or 3-person) is on the same page and they take control of the game in the first two to three minutes they will greatly improve their chances of having a manageable game to work. We all probably agree that basketball is a very difficult sport to officiate, but being consistent and in control are two keys to a successful contest. The keys are consistency and control.

Consistency means making the calls exactly the way they happen. It doesn't mean when we have a player control foul against Team A then the next time we have a collision, it is going to be a player control foul on Team B. If player B is not set, or moves under player A who is airborne, it is a blocking foul. Consistency doesn't mean making the fouls come out even or close to even, it means getting them correct. A team that is more aggressive, or playing man to man defense, is expected to foul more than a team which is playing zone or less aggressive.

Game control also means cleaning up the post, key or paint area early. Looking for illegal screens, holding, pushing or dislodg-

ing by either team in the first few minutes of the game is paramount. Going over the top, hand checking, employing the principle of verticality are crucial observations in the first few minutes of the game. When you catch these violations early, it sets the tone for the rest of the game. Players will adjust quickly to the crew's method of calling a game. However, once game control is achieved, DO NOT change the style or the players and coaches will become frustrated.

Making those tough calls early will assist the crew in establishing game control. This promotes teamwork and floor coverage as an crew. The result is consistency. Anyone can make the easy call when there is a foul in an open area. It's the tough calls that keep a game in control.

When the crew is looking in their primary area of responsibility off the ball, except for the official who has the ball; that is when these infractions are noticed and called. The crew cannot be ball watchers. That's when the game gets rough in the paint area or off the ball. Take care of your own primary area to develop, game control and be consistent.

### SPECIAL POINTS OF INTEREST:

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**2008 PIAA OFFICIALS' CONVENTION**  
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**HOLIDAY INN-HARRISBURG WEST,**  
**MECHANICSBURG, PA**

**CORRECTABLE ERRORS:**

There are only five correctable errors and four of them occur while the clock is stopped. The other may occur while the clock is running and the ball is dead. In order to correct any of these correctable errors, there is a time-frame that must be observed. For the four that occur while the clock is stopped, they must be recognized and corrected by the official no later than during the first dead ball after the clock has started. For the one that occurs while the clock is running, it must be recognized and corrected before the second live ball. The five correctable errors are:

1. **Failure to award a merited free throw.**
2. **Awarding an unmerited free throw.**
3. **Permitting a wrong player to attempt a free throw.**
4. **Attempting a free throw at the wrong basket.**
5. **Erroneously counting or canceling a score.**

If the error is a free throw by the wrong player, at the wrong basket or awarding an unmerited free throw, the free throw (s) and the activity during it, other than unsporting, flagrant, intentional and/or technical may be cancelled.

Points scored, time consumed and additional activity prior to the recognition of the error shall not be nullified. If the error is corrected during the proper time-frame, play shall be resumed from the point of interruption (POI). One exception; if it involves a merited free throw and there has been no change of team possession after the error was made, play shall resume with the free throw(s). Players lined up along the lane and play continues as it would on any free throw.

**SITUATION #1:** B1 fouls A1 and the scorer does not indicate that it is the 7<sup>th</sup> foul on Team B. A1 makes a spot throw-in to teammate A2. A2 is dribbling the ball near the top of the key when the horn sounds and the scorer indicates that it should be a bonus free throw since it was B's 7<sup>th</sup> foul.

**RULING:** Put A1 on the line to shoot one plus one. Line the players up and continue from the free throw(s) just like any other foul.

**COMMENT:** This is a merited free throw that was recognized during the proper time-frame and there was no change of team possession after the error.

**SITUATION #2:** B2 fouls A2 and there is no indication from the table that it is 7<sup>th</sup> foul on Team B. The official hands the ball to A2 for a spot throw-in. A2 throws the ball to A3 and A3 drives to the basket and scores. As soon as the ball goes through the basket, Team A's coach calls a time-out for a correctable error. The official is notified by the scorer that it was B's 7<sup>th</sup> foul.

**RULING:** Put A2 on the line to shoot one plus one. No players shall be in the lane area. Whether the throw(s) are made or missed, it will be B's ball at the end line for a throw-in (POI). [Not a spot throw-in].

**COMMENT:** Play does not resume with a spot throw-in. The correction was recognized during the proper time-frame, up until the first dead ball after the clock had started. Even though it appears to be an advantage to Team A, the rule states that time consumed and any activity prior to the recognition of the error shall not be nullified. Count the field goal.

**SITUATION #3:** A3 is fouled by B3. The officials line up the players on the lane and bounce the ball to A3 for one plus one. A3 makes both free throws. Team B throws the ball in and advances to their front court and attempts a field goal which misses. Team A gets the rebound and advances to their front court and uses a minute before attempting a field goal which also misses. Team B gets the rebound and moves the ball to their front court and is called for a traveling violation. Team B's coach calls a time-out for a correctable error. The scorer verifies that it was only Team B's 6<sup>th</sup> foul.

**RULING:** Remove the two points made by A3's free throws. Continue the game at the (POI) with a spot throw for Team A where Team B was called for traveling.

**COMMENT:** Even though a few minutes lapsed before the correction was recognized, it is still in the proper time-frame to correct the error. The traveling was the first dead ball after the clock had started.

**SITUATION #4:** Official calls a rebounding foul against Team B. There are two Team A players in the vicinity of the foul. Team A is in the bonus. A's player number 5 goes to the line to attempt the free throw(s). He/she makes the first one and the coach from Team B says he/she has a correctable error, the wrong player is shooting the free throws. The other official confirms that number 15 should be the shooter.

**RULING:** Cancel the free throw. Put player number 15 on the line for a one plus one. All players are in the proper lane spaces and play continues from that point.

**COMMENT:** Since there were two Team A players where the foul occurred, the officials probably would not consider it an intentional infraction by Team A. However, if a player intentionally tries to deceive the officials, a technical foul shall be called against that player for unsportsmanlike conduct.

**SITUATION #5:** A4 attempts a goal from behind the three point line and the try is successful. The covering official fails to indicate the 3-point goal signal. The scorer records only two points. Team B takes the ball out and moves it to their front court and proceeds to score. The coach of Team A calls a correctable error time out.

**RULING:** The Officials agree that it was a 3-point goal and correct the error.

**COMMENT:** The error was detected prior to the second live ball since this is an error that happens while the clock is running.

## **CORRECTABLE ERRORS (con't):**

**SITUATION #6:** The score is 52 – 50, with Team A leading. There are only a few seconds left in the game and B5 is driving to the basket in an attempt to tie the game. Just before he/she attempts the try, he/she is fouled by A5. The horn sounds just as the foul occurs. Time has expired so the officials do not allow anyone in the lane and bounce the ball to B5 for a one plus one. B5 makes both free throws to tie the game. The

official start the overtime with a jump ball and A gets the tap and while moving the ball for a good try, gets whistled for a traveling violation. The coach of Team A says he/she has a correctable error. B5 should not have gotten those free throws because it was only the team's 6<sup>th</sup> foul. The scorer verifies that it was only the team's 6<sup>th</sup>.

**RULING:** Cancel the two free throws

and the score reverts back to 52 – 50. That is the first dead ball after the clock has started. It is correctable.

**COMMENT:** However, the game continues with the score 52 – 50 with Team A ahead. Once you start the overtime, you must play it. If the error was recognized before the jump ball to start the overtime, the game would be over.

## **BASKET INTERFERENCE**

Basketball interference occurs when a player touches the basket (ring or net) while the ball is on or in the basket. It is also basket interference when a player touches the ball while it is on or in the basket or any part of the ball is in the imaginary cylinder above the basket. Additionally, it is also basket interference if a player reaches through the basket from below and touches the ball outside the cylinder or pulls down a movable ring so that it contacts the ball before it returns to its original position.

**SITUATION #1:** A1 tries for a goal, the ball hits the ring and bounces up in the imaginary cylinder when B1 in attempt to rebound slaps the net or contacts the ring.

**RULING:** There is no basket interference.

**COMMENT:** The ball would have to be on the ring or in the basket when the touching of the basket took place by B1.

**SITUATION #2:** A2 tries for a goal. The ball bounces off the ring and is partially in the imaginary cylinder above the ring when B2 slaps the ball away.

**RULING:** Basket interference. A player (A or B) cannot touch the ball when any part of the ball is in the imaginary cylinder above the basket. (Two or three points for A2)

**SITUATION #3:** A3 tries for a goal. B3, who is standing underneath the basket jumps up and reaches through the basket from below and bats the

ball away while the entire ball is outside the cylinder.

**RULING:** Basket interference on B3. A player cannot reach through the basket from below and bat the ball away. (Award the basket, two or three points for A3)

**SITUATION #4:** A4 attempts a three point try. The ball is on its way toward the basket when B4 jumps up and grabs the collapsible ring and moves it downward. He releases the ring and before it returns to its original position the ball strikes the ring.

**RULING:** Basket interference on B4. Award three points for A4.

## **FOUL CALL PROCEDURE FOR TEAM CONTROL FOULS (correction):**

When reporting a team control foul to the table, give the team control signal only. It is not necessary to give both the team control foul and the actual foul signal. According to the NFHS Manual, the proper procedure is to give both at the site, team control foul followed by the actual foul signal but only one when you report to the table in the reporting area.

• Sound the whistle while raising one hand, fist clenched and high above the head

- Use bird dog if necessary.
- Move toward the player, stop and verbally inform the player by stating the jersey color and number.
- Lower the foul signal and signal the nature of the foul.
- If a team-control foul, point in the direction of the non-fouling team's basket. If a shooting foul, verbally give free-throws number to the

player and to a partner(s). Visually give the number of free throw(s) to a non-calling official.

- Indicate the throw-in spot if a throw-in will follow.
- If basket has been scored, signal to count as soon as it is legally scored.
- Don't hurry away from the site.

**GOALTENDING:**

Goaltending occurs when a player touches the ball during a field goal try or tap outside the cylinder of the basket. The ball has to be on its downward flight completely above the basket ring and must have a chance to go in. It is also goaltending if an opponent of the free throw shooter touches the ball outside the cylinder of the basket whether the ball is on its way up or down. In addition to counting the free throw, it is a technical foul on the player who was called for goaltending on the free throw. In summary, three things must occur to have a goaltending violation on a field goal, (1) **it must be a try or tap**, (2) **it must be on its downward flight** and (3) **it must have a chance to go**.

**SITUATION #1:** A1 tries for a 3-point goal from the left side of the basket. The trail official has a good look at the try and could see that the ball will fall short of the basket. B1 jumps up and bats the ball away

when it was on its downward flight completely above the ring.

**RULING:** It is not goaltending. One criterion was missing; it did not have a chance to go.

**SITUATION #2:** Player A2 tries a 2-point bank shot from the right side of the basket. The ball kisses off the board and is on its downward flight above the ring and has a chance to go. B2 jumps up and bats the ball away outside the imaginary cylinder.

**RULING:** Goaltending, score two points for A2.

**SITUATION #3:** Player A3 is driving down toward his/her basket and tries a lay-up. The defender, B3 jumps up behind him/her and pins the ball on the board on the way up, outside the imaginary cylinder. There is no contact with the shooter.

**RULING:** Great block, play on.

**SITUATION #4:** A4 tries a 2-point field goal from short range. Defensive player B4 makes an attempt to block the try, misses the ball and hits the board so hard that the board vibrates. The try is momentarily in the basket but the movement of the board causes the ball to spin out of the basket and fall to the floor.

**RULING:** It is a technical foul on B4. Even though B4 made a bona fide attempt to block the try, if the board vibrates on a try, it is a technical foul.

**COMMENT:** It is not goaltending or basket interference, it is a technical foul. Had the ball stayed in the basket or passed through the basket, it would have been a good goal plus a technical foul.

**NFHS RULE 5 SECTION 5 LENGTH OF QUARTER:**

**ART.1:** Playing time for teams of high school age shall be four quarters of eight minutes each with intermissions of one minute after the first and third quarters, and 10 minutes between halves. The halftime intermission may be extended to a maximum of 15 minutes for special activities, provided home management has properly notified the visiting team prior to the start of the game.

**ART. 2:** Games involving only students below the ninth grade shall be played

in six-minute quarters with intermissions as in Article 1. An organization sponsoring games involving teams which combine ninth-grade students with students in the eighth and/or seventh grades, may play those games in quarters of eight minutes.

**ART. 3:** A quarter (s) may be shortened in an emergency or at any time by mutual agreement of the opposing coaches and referee. Playing time and number of quarters for non-

varsity game quarters may be reduced by mutual agreement of opposing coaches.

**NOTE:** PIAA has Adopted Rule 5-5 NOTE, running clock, at all levels (varsity, junior varsity, or otherwise) of competition, upon completion of the first half and one team gains a 40-point differential over its opponent, the clock shall be stopped only when an official's time-out is taken, a charged time-out is granted, a period ends, or administering free throws.

**PRE-GAME MEETING:**

It has been brought to our attention that some basketball officials are not meeting together with **head coaches and captains and reading the PIAA Sportsmanship Message verbatim.**

This is not an option. This is a PIAA mandated procedure and supported by

NFHS Basketball Rule 2-4-5. **It must be done prior to all PIAA member school contests, at all levels, and is not to be compromised.** Officials not fulfilling this obligation are not complying with Article XV, Sections 6 and 7 of the PIAA By-Laws; pursuing a course of action which is detrimental to the Association;

not cooperating with PIAA; whose conduct on or off the competition surface is not conducive to the best interests of PIAA; and will not comply with regulations pertaining to sports officials. **These are all actions in which officials may be placed on probation or suspended. Don't let it happen to you!!**

## **THROW-IN:**

A throw-in ends when the ball is legally touched by another player. This year's rule indicates that if a player is standing with one foot inbounds and one foot out-of-bounds when he/she catches the ball, it is a legal throw-in. There is also a change on the alternating possession (AP) throw-in which states that if the defense illegally violates the (AP) throw-in, the opponents keep the ball for the violation and retain the (AP) arrow for the next alternating possession throw-in.

If the team making the throw-in violates the throw-in provisions and that throw-in is an alternating possession (AP) throw-in, that team loses the ball for the violation and also loses the arrow for the next (AP) throw-in. Following are some examples.

**SITUATION #1:** A1 is making an (AP) throw-in. He/she bounces the ball to A2 and B2 intentionally kicks the ball.

**RULING:** Team A will make a spot throw-in for the kick and retain the (AP) arrow for the next alternating possession throw-in.

**SITUATION #2:** A1 is making an (AP) throw-in on the end line. The pass is tapped by B1 and goes directly out-of-bounds on the sideline.

**RULING:** Team A will make a spot throw-in on the sideline. The (AP) arrow is changed to Team B.

**COMMENT:** The touching by B1 is legal. The (AP) throw-in has ended.

**SITUATION #3:** Team A has the ball at the end line for an (AP) throw-in. A1 runs the end line and is whistled for a spot throw-in violation.

**RULING:** Team B will have a spot throw-in at the end line and also will

get the arrow for the next (AP) throw-in.

**SITUATION #4:** Team A has the ball for an (AP) throw-in. The official whistles thrower A1 for a 5-second violation.

**RULING:** Team B's ball for the violation and Team B will get the arrow for the next (AP) throw-in.

**SITUATION #5:** Team A has the ball for an (AP) throw-in. A1 who is making the throw-in steps onto the court or bounces the ball to a teammate inbounds. The ball touches out-of-bounds on the pass before A2 receives the ball.

**RULING:** Violation on Team A in both situations. Team B will get the ball for a throw-in and get the arrow for the next (AP) throw-in.

## **PIAA OFFICIALS' UNIFORM:**

1. The PIAA Official's Emblem must be worn on the upper left sleeve of the official's standard shirt when officiating in all PIAA sponsored games.
2. All PIAA-registered officials must wear identical uniforms during a contest.
3. Required uniform for basketball officials:

**Shirt:** Alternating black and white 1-inch vertically striped, short-sleeved shirt with a black collar. V-neck shirts have been approved for PIAA member school games as long as all officials are dressed alike.

**Slacks:** Full length black trousers.

**Belt:** Black.

**Socks:** Black.

**Shoes:** Solid black with black laces.

PIAA recommends the use of a black, plastic FOX-40 whistle with a black lanyard. If jackets are worn before the game, they must be black in color and identical in style. **College jackets or jackets from any organization other than PIAA or local basketball chapters may not be worn.** The wearing of jewelry (except wedding bands and medical-

alert bracelets) and wrist watches (except as a required timing device) is prohibited. Smoking and/or tobacco chewing is prohibited (Minutes, Board of Control, PIAA Summer Workshop, July 17, 1989, p. 3).

PIAA sports' officials may display an American flag (maximum size 2 by 3 inches) on the right sleeve of their uniform shirt approximately three inches down from the shoulder seam. This will be the same position the PIAA official patch is displayed on the left sleeve.

### **WEBSITE**

**[www.piaa.org](http://www.piaa.org)**

## **PRO-WRAP AS A HAIR CONTROL DEVICE:**

We have received many questions regarding the use of pro-wrap as a hair control device.

This type of material seems to be trendy, yet suitable for this type of use. However, there are some items to consider. If knots are tied in a series, or sequence, for decorative purposes, this type of hair control

device is not legal. If the only knot used is to secure the pro-wrap to the head and is inconspicuous and/or located under the hair to cause no danger to the opponent, it is legal equipment.

**EQUIPMENT/APPAREL**

The referee shall not permit any team member to wear equipment or apparel, which in his/her judgment is dangerous or not appropriate. Any hard substance may not be worn from the tips of fingers to the elbow even if covered with soft padding and/or tape. Hard and unyielding items on the upper arm and shoulder are legal if covered with soft padding. Concerning hard padding on the upper arm and shoulder, the referee must determine if those items are safe enough to prevent injury to self and others.

Knee braces and ankle braces are permitted but all exposed hinges must be covered. Most over-sleeves recommended by manufactures are acceptable. These braces may be padded or unpadded.

Headbands and sweatbands must be white or a single solid color similar to the torso of the jersey and must be the same color for each item and all participants. Only one item is permitted on the head and on each wrist. Items must be non-abrasive and unadorned except for one logo, manufacturer's or school's logo/mascot.

The headband must be worn on the forehead and must be a maximum of 2 inches. If girls are wearing rubber bands to hold up their hair and they wear it across the forehead, it must meet the same requirements as a headband. It must be soft material, a single color, either white or the color of the torso of the jersey, unadorned except for a logo, manufacturer's or school's and up to a maximum of 2 inches. If it is multicolored, it cannot be on the forehead. It must be pushed back off the forehead to hold down the hair. Sweatbands must be

worn on the arm below the elbow and be a maximum of 4 inches.

**SITUATION #1:** Four of the five starters for Team A, which is the home team, enter the court to start the game with white headbands and wristbands but A5 enters the court with a white headband and a blue wrist band.

**RULING:** A5 must remove the blue wrist band before participating.

**SITUATION #2:** All five of Team A's players enter the floor to start the game and all five have both a manufacturer's and the team's logo/mascot on their white headbands.

**RULING:** The headbands must be removed before the player's participate.

**COMMENT:** The headbands can have either a manufacturer's logo or a team's logo/mascot, but not both.

**SITUATION #3:** Player A3 is wearing a wristband on each arm but they are above the elbow.

**RULING:** The wrist bands must be worn below the elbows or taken off.

**SITUATION #4:** A4 enters the game and has a school's logo/mascot on his socks which are larger than the required size of 2¼ square inches.

**RULING:** A4 may enter the game.

**COMMENT:** The restriction on visible manufacturer's or school's logo/mascot size is in effect on pants/skirts, compression shorts, sweat-

bands and headbands. The shoes and socks are not considered part of the uniform for purposes of visible logo size.

**SITUATION #5:** Prior to the start of the game, the officials observe that Team B's starters are wearing pants which have a manufacturer's and a school's logo/mascot and both meet the proper dimension limitations, 2¼ square inches.

**RULING:** Legal. A team may have both a manufacturer's logo and a team's logo/mascot on the pants as long as both meet the proper requirements.

**COMMENT:** The requirement of either a manufacturer's logo or a school's logo/mascot only applies to the compression shorts, sweatbands and headbands. No manufacturer's logo is permitted on the jersey but you can have a school's logo/mascot on the shirt if it meets the proper dimensions (2¼ square inches) and is worn in the appropriate place.

**SITUATION #6:** Prior to the start of the game, the officials observe that Team A is wearing shorts that have a team logo/mascot that exceeds the proper dimensions (2¼ square inches).

**RULING:** Team A must remove the logo/mascots, change to another pair of shorts, if available, or begin the game with five technical fouls. Entering substitutes will also be assessed with a technical before the ball becomes live.

**COMPRESSION SLEEVES:**

We have seen an increase in the number of compression sleeves worn by players. If these sleeves are being worn for purely cosmetic purposes, they are not legal. If

they are worn for medical reasons they are legal by rule (NFHS Basketball Rule 3-5-2d). In your contests, if a player is wearing a compression sleeve, please

inquire to the validity of being worn and if worn for medical reasons; allow it. If worn as strictly cosmetic, have it removed.

## PALMING

Players violate the dribbling rule because officials do not call a violation when it occurs. We are allowing players to palm the ball almost at will because it is ignored. Players will never abide by the rule and coaches will not teach it properly until officials start calling it the way it should be called. If the hand is underneath the ball and turns it over, that is palming the ball. It is bad enough when this occurs while a player is bringing the ball from his/her backcourt to frontcourt without any pressure, but it is really a disservice and disadvantage to the defensive player when there is pressure and the offensive player uses that illegal move to get by or around the defensive player.

Another illegal move by the dribbler is when he/she rocks back with the ball resting in the palm of the hand while the palm is pointing skyward and pushes it by or around the defensive player to gain a step or two on that player. Again, that is palming the ball. Those are two very frequent moves that are used throughout the game and are seldom called.

A third move, of course, is going around the back with the dribble. Some players are very adept with this move and do it legally. However, there are a great many players who do not perform that move legally. They cup the ball with the arm that is going to bring the ball around their backs and take a few extra steps while the ball is at rest in that arm. They have done three things illegally, they palmed the ball, they ended their dribble as the ball comes to rest when they cupped it and they traveled while the ball was at rest. You have a choice in this situation to call palming, traveling or double dribble.

The dribble rule is very clear. The dribble may be started by pushing, throwing or batting the ball to the floor before the pivot foot is lifted. The hand must not go beyond 90 degrees when dribbling the ball. The ball must not come to rest during the dribble or the dribble ends. Even a player who has large hands can still the palm the ball with the palm facing down if the ball comes to rest in his/her hands. In that case, it should be a double dribble violation since the ball came to rest, the dribble ended. In that kind of a move, the player will carry the ball past the defender. A dribble also ends when the ball is touched or touches an opponent and causes the player to lose control.

An interrupted dribble occurs when the ball is loose after deflecting off the dribbler or after it momentarily gets away from the dribbler. There is no player control during an interrupted dribble. However, there is still team control.

**SITUATION #1:** Player A1 while dribbling, in an attempt to get around B1, places his/her hand underneath the ball before pushing it to the floor.

**RULING:** Palming the ball.

**SITUATION #2:** Player A2, while dribbling, rocks back and with his/her palm pointing skyward, pushes the ball to the floor in an attempt to go by B2.

**RULING:** Palming the ball.

**SITUATION #3:** Player A3 receives a pass with B3 in a defensive position right in front of him/her. A3 steps to his/her left with his/her left foot in an

attempt to get B3 to move to his left, then lifts his right foot off the floor before releasing the ball to begin his/her dribble in a move to get around B3.

**RULING:** Traveling.

**COMMENT:** The ball must leave the dribbler's hand before the pivot foot leaves the floor.

**SITUATION #4:** A4, while dribbling, goes around his back in an attempt to get around B4. He/she cups the ball while moving the ball from one hand to the other.

**RULING:** Palming the ball.

**SITUATION #5:** A5 while dribbling, accidentally bounces the ball off his/her foot and momentarily loses control. In an attempt to regain control, he/she fouls B5 who is also attempting to gain control of the ball.

**RULING:** Team control foul on A5.

**COMMENT:** It is not a player control foul since A5 was not in player control. However, Team A is still in control until team B possesses the ball.

**SITUATION #6:** A1 is dribbling the ball when it accidentally strikes B1's leg. The ball momentarily gets away from A1. A1 gets to the ball first, picks it up and begins another dribble.

**RULING:** Legal. When the ball touched B1, the dribble ended.

## REPORTING A FOUL:

- Quickly proceed to the reporting area.
- Come to a complete stop.
- State the color of the jersey and the player's number. Visually indicate the player's number with one hand.
- Give a visual nature of the foul signal.
- If player-control or team-control foul, use the appropriate player-control or team-control signal, and only if necessary, the additional nature of the foul signal.
- If free throws are to be attempted, indicate the number of free throws.
- Observe activity around each team's bench.

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**WEBSITE [www.piaa.org](http://www.piaa.org)**

**BASKETBALL PLAYER, COACH OR TEAM PERSONNEL DISQUALIFICATION FORM**

During the 2007-2008 PIAA basketball Regular Season and Postseason, a disqualified basketball player, coach, and/or Team personnel shall not be permitted to participate **for the remainder of the day and in all Contests on the next Contest day of the same level (varsity, junior varsity, or otherwise) of competition from which the player, coach, and/or Team personnel was previously disqualified.** For a coach, participation in the next Contest includes any contact by the coach with members of the Team, including other coaches, between the time that the Team arrives at the Contest site and the conclusion of the last Contest of the day. The Principal shall direct the coach not to attend all of the Contest(s) in accordance with Article XIII, Section 8 of the PIAA By-Laws and NFHS Basketball Rules 2-8-1, 2-11-11N2, 2-12-5, 4-14, 4-19-4, 4-19-14, 5-3-3b, 10-3-8, 10-4 and 10-5-4. The referee must complete and file this form, as soon as possible, but no later than 24 hours following the completion of the Contest in which the disqualification took place by forwarding it to the above address.

|  |                            |                        |                                    |
|--|----------------------------|------------------------|------------------------------------|
| <b>Name of Ejected Player, Coach or Bench Personnel</b>              |                            | <b>School Name</b>     |                                    |
| <b>Date of Contest</b>   | <b>Location of Contest</b> | <b>Time of Contest</b> |                                    |
| <b>Visiting Team</b>   |                            | <b>PIAA District</b>   | <b>Visiting Team's Final Score</b> |
| <b>Home Team</b>   |                            | <b>PIAA District</b>   | <b>Home Team's Final Score</b>     |
| <b>Name of Official Who Ejected Player, Coach or Bench Personnel</b> |                            |                        | <b>Level of Competition</b>        |

**REASON FOR DISQUALIFICATION**  
 (Use The Back Of This Form If Necessary)

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|-----------------------|---|----------------------|
| <b>DATE OF REPORT</b> | <b>OFFICIAL'S SIGNATURE (PERSON ISSUING DQ)</b> | <b>PIAA DISTRICT</b> |
|-----------------------|---|----------------------|